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Scorpions, Snakes, Snails, Spiders, Toads, Wants  
or Moles, Wasps, Weasles, Wolf-fly, Worms in  
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CHAP. I.

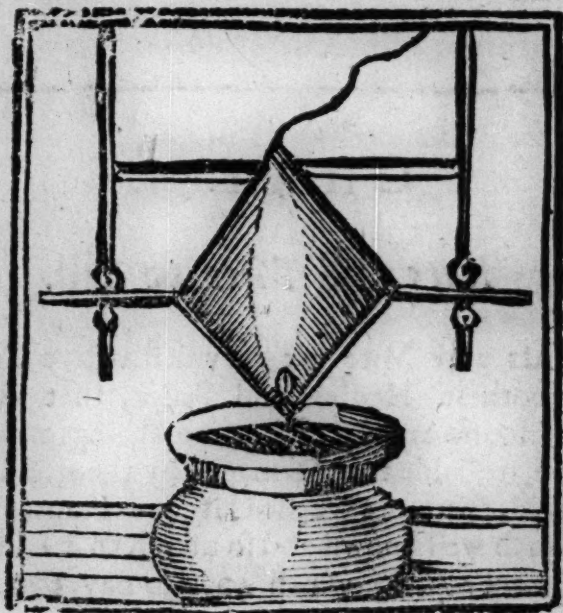
*Rats and Mice to Kill.*

**R**ats and Mice are very destructive Creatures both in Houses and Feilds, that not only Houses and Feilds, but most things apertaining to them, are liable to be Damaged by them and utterly destroyed, therefore we use Cats and Traps, and they are both so well known and so useful, that I shall only name one Trap, by which 40, 50, nay 100 may be catch'd in one Night, and it is thus made :

Take a plain four-square Trencher and put in the 2 contrary Corners of it a large Pin, or peice of thick Knitting-needle, then take 2 Sticks of a Yard long, or there-about, and lay them on your Dresser, with a Notch cut at each end of the Stick, and lay two large Stones or other weight upon the Sticks, placing your two Pins Struck on the corner of the Trencher on the Notches of the two Sticks, so that one corner  
▲ of

of your Trencher may lie about an Inch upon your Dresser, or place that the Mice comes to: then let the corner that lies opposite to this, be baited with some Butter and Oat-meal plaister'd fast on, and when the Rats or Mice runs off the Dresser to the butter, it will tip them off. Then to catch them, place a Brass or Copper Kettle half full of Water into which they will fall and be Drown'd.

That your Trencher may not tip over, with a little Sealing Wax and a Thread, seal it to the Dresser and Trencher.



### *Rats and Mice to kill.*

**T**AKE a penny-worth of Treacle and mix with it Unslack'd Lime till it is pretty thick; then lay peices as big as a Hazel-nut on peices of Paper the breadth of a Shilling, and lay about their Holes, or where they come; they will tread on these Papers, and the Stuff sticks to their Feet which they will lick off, and it burns out their Guts.

*Rats*

*Rats or Mice.*

Take Rats-bane and Powder it, and mix it with fresh Butter, or make it into a Paste with Barly or Wheat, Meal and Honey, and lay on Trenchers or Boards where they come, they will eat it, and it makes them drink and burst. It's a strong Poyson therefore be carefull in using it, and wash your hands after it.

*Another.*

Take Oatmeal and powder'd Glass, and mix with fresh Butter, and lay where they come.

*To take Rats, or Mice Especially.*

Take a Board three foot Square, and lay a peice of Rusty fry'd Bacon in the Middle, then lay it pretty thick with Bird-lime, leaving some Alleys for them to come to it, and they will get among the Bird-lime and stick, drawing and squeaking that it will make you Sport. One said he has catch'd 12 on a Night.

In *Staffordshire* they place Bird-lime about their Holes, and they running among it, it sticks to their Skins that they will not leave scratching till they kill themselves.

*Rats and Mice to drive away.*

*Miraldus* says that the fore Hoofs of a Cow burnt in a house, the smoak and smell thereof drives them away, or if you burn wild Marjorum, they will be gone during the time the smell lasts : or scent your Room with the Herb *Merica*.

*Rats and Mice to kill.*

Quicksilver and black Helibore, and the Seed of wild Cucumber mixed with such meat as Mice and Rats love, they will eat and it Kills them: Or, mix powder'd Helibore only with Wheat or Barly-meal, and made into a stiff Paste with Honey, laid where they come, they eat it and it's present Death. The Apothecary or druggist sels it.

*Rats and Mice to make them all come about you.*

Take a deep earthen, or brass or copper Pot, and set it in the Fire with two or three live Mice in it, and when the Pot grows hot, they will chirp or make a noise that all in the House will come about them.

Miraldus says that if the Fire is made of Ash wood they will jump into the Fire, he supposes that the smoak of the Ash blinds them.

*Rats and Mice to kill.*

Take Hemlock-Seed and throw into their holes, they eat it greedily and it Kills them.

*Rats and Mice to fright away.*

Take a Rat or Mouse and beat him or cut him very fore, then let him go, and he'll cry and make such a noise that it will fright all the rest from your House.

Some take them and fleas the skin off their Heads, and that does the same.



*Rats and Mice to kill.*

Take Wheat or Barley-flower, and with Honey and Metheglim, make it into a stiff Paste, and mix bitter Almonds with it ; but I think if you mix a little of Helibore Leaves, powder'd with it, its better.

*Another.*

Take Collquintida and bitter Almonds and Barley or Wheat-meal, or Oatmeal-Flower, and with Honey or Mead make a Paste, and lay it where they come ; or throw it into their Holes, and it certainly Kills them.

*Another.*

Agrippa says that Pot-Ashes thrown into their Holes kills them : But I suppose you must lay in their way some Treackle, Honey or soft Grease that they treading on that, and afterwards the Pot-ashes they lick it off, and the Pot-Ashes then Poysons them.

*Another.*

Take Honey or Mead and make a stiff Paste with Wheat or Barley-meal, and mix the filings of Iron and Steel with it, and throw it where they come and they will eat it and it kills them. Approv'd.

*Rats or Mice to keep from the Cheese.*

Agrippa says, that Hogs-Lard mixed with the Brains of a Weasle and laid in large Pellets or Quantities

about the Room they will not come into that Room.  
 Approv'd.

### *Mice or Rats to make Blind.*

If you take Tithymal bruised, and mix it with Wheat or Barley-flower, and with sweet Wine, Mead, Metheglim, Honey, make it into a stiff Paste, lay it where they come, and they'll eat it and become Blind presently. Approv'd.

### *To make Rats and Mice scaby and to kill them.*

Put Oak-Ashes in their Holes, and they running among them makes them scabby, and so kill them.  
 Approv'd.

### *To drive Mice and Rats away.*

Make a Fume with Smallage Seed, Origanum, and Nigella, all or any of them, and it drives them out of the House.

Also, Lupins or green Turmarinds burnt in the Room drives them away. Approv'd.

### *That Rats and Mice may not eat Books.*

Let the Printers put Infusion of Wormwood into their Printing-Ink, and they will never eat the Letters. Approv'd.

### *To Drive Rats and Mice away from your Corn or Seed sown.*

*Pliny* says, that the Ashes of a Weefle will drive them.

them away either from your House or Corn: Or the Ashes of a Cat put into Water and Sprinkled about your House or Field.

### Field *Rats* and *Mice* to kill.

In the Dog-days the Fields are generally bare, then find out their Holes, or Nests, that are little and round, like an Augre-hole, and put Hemlock Seed into them: Or, sprinkle on the Land Helibore mix'd with Barley-meal, they eat it greedily, and it kills them.

### That *Mice* may not destroy seed Corn.

Steep your seed in Bulls Gall and they'll not touch it: Or, take Green Glas and powder it, and as much Copperas, beat to Powder, and mix it with Honey till it come to a Paste, and it will neither leave Rats nor Mice in all the Fields, but presently kill them.

### To kill *Rats* or *Mice* in House or Field.

Stop their Holes with Rose or Laurel leaves.

Some mingle wild Cucumber, Henbane-seed, Bitter-Almonds, and black Helibore, beaten together and made into a Paste with Barly-Meal and Oyl, and put into their Holes in Houses or Fields, and they eat it, and it kills them. Approv'd.

### To Preserve *Hartichokes* from *Rats* and *Mice*.

They are great lovers of Hartichokes and will come to them in Troops, to prevent this, wrap Wool about their

their Roots and they'll be gone : Or Hogs Dung, or Fig-tree Ashes laid about them will drive them away.

### *Mice and Rats to catch in the field.*

Place an Earthen Pot in the Ground half full of Water, and cover it with a Board with a Hole in the middle of it, and then cover the Board with Haum, Straw or such like Rubish, under which Mice shall seek for Shelter, creep into the Holes where they drop into the Water and are drown'd.

Some place three sticks like a figure of four, which they bait with Cheese, and upon it lay a Tyle which falling down when they touch it Kills them, this Trap is good for Gardens, Orchards and such like places.

Some put Sand among Corn, and it falls into their Ears, so prevents their burrowing in it.

### *To Preserve Corn from Rats and Mice.*

Set 4 or 6 Posts in the Ground, according as your Grainary is design'd for bigness. let them be two or three Yards high, then make a Floor or wood Cross to suport your Corn, and about the Posts do Dutch Tyles such as you set in Chimneys, and they keep smooth that Rats or Mice cannot get up. If you Erect a Barn or Grainary Erect Sides and a Roof upon it, if only a stack cover it with thatch. Some make their Supporters of two Stones the lower about 3 foot high and two foot wide at Bottom, and one at the Top, over this they lay another Stone about a Yard Square some make it of a round form which is best, let the Corn you Stack be bound in the Sheaves, that the Ears may be turn'd inwards, which will save it from Pigeons, Crows and other Fowl. If you suspect Rats or Mice may be got into the Grainary  
Grease



Grease a Stick and thrust into it and they will gnaw the Stick.

### *Moles to Destroy.*

Take a Head or two of Garlick, Onyon, or Leek, and put into their Holes, and they'll run out as if amazed, and so you may with a Spear or Dog take them. Approv'd.

### *To bring Moles together.*

Put a live Mole in an earthen, or brass Pot, and place it near a Fire made for that Purpose in a place where they are, and when the Pot is hot, she will cry and call the others about her. Approv'd.

### *To Kill Moles.*

Take the Dregs of Oyl, or Juice of wild Cucumbers, and pour it into their Holes, and it kills them. Approv'd.

### *Another.*

Beat Helibore white or black, and with Wheat-flower, the white of an Egg, Milk and sweet Wine or Metheglin; make it into a Paste, and put small Pellets as big as a small-nut into their Holes, and they eat it with Pleasure, and it Kills them. Approv'd.

### *Another.*

Pliny says, take an earthen Jug Pottle with a big Belly, and narrow Neck: and put Bees-wax, Rosin, and Brimstone, and Cedar-wood cut small into it:

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Set these on fire and stop all the Moles Holes close but one, which being open'd. put the Neck of the Pot into it, and the Smoak will choak them. *Approv'd.*

*Another.*

Take the Bark of Dogs Cole, powder it, and mix it with Wheat-flower, or barley-meal, or Rye-flower, and with Milk and Wine make a Past, put some of these Pellets into their Holes, and they'll eat it, and it kills them.

*Another.*

Some keep Cats in Gardens, and tame Weesles, that will destroy them, and Rats and Mice, &c.

*Another.*

Take Markingstone and wild Cucumber Juice and pour it into their Holes.

Some set Traps at the Mouth of their Holes with Hair.

*To drive Moles away.*

In places you would not dig nor break much, the fuming their holes with Brimstone, Garlick or other unsavory things drives them away, and if you put a dead Mole into a common Haunt, it will make them absolutely forsake it.

*To take Moles an incredible way.*

A Mole-catcher and his Boy in 10 days, in the spring time in a ground of 190 Acres took near 3 bushell of old



old and young by casting up their Nests only, which are always built in a great heap as big again as the rest, easily discern'd, then would the old ones quickly come to look their young, which they would snap up.

If you have a Conveniency of bringing Water over your Ground it will destroy them as far as it goes. Blich's useful book of Husbandry.

### *To Kill Moles.*

To take them in Trenches spoils much Ground, therefore, take a Mole-spear or Staff, and where you see them cast, go lightly; but not on the side betwixt them and the Wind, least they perceive you, and at the first or second putting up of the Earth, strike them with your Mole-staff down right, and mark which way the Earth falls most, if she cast toward you, strike somewhat over, if she cast up toward the Left-hand strike somewhat on the Right-hand, and so on the contrary, to the casting up of the plain Ground, strike down and there let it remain, then take out the Tongue in the Staff and with the spattle or flat end dig round about your Grain to the end thereof, to see if you have killed her, if you have mist her, leave open the Hole, and step aside a little, and perhaps she'll come to stop the Hole again, for they love but very little Air, and then strike again, but if you miss her, pour into her hole 2 Gallons of Water, and that will make her come out for fear of drowning; mind them going out in a Morning to feed, or coming home when fed, and you may take a great many.

### *Moles to take when you Plow.*

Take with ye a large Vessel full of Water, and when you see any new Mole-holes cast up, being opened

pened with the Plow, pour therein Pitchers or large Cans of Water, and that will make them in a little time come out, and thus you may destroy them in Plow'd Land or Pasture, in common Land make Trenches in spring time to catch them.

*To take Moles another way.*

In March or April, the ground is soft and they run shallow, and also after a Rain, and by bank sides, and in the Routs of Carts, and when you see such newly wrought, tread it down always softly, and then at her accustomed Hours, which is usually at spring time, from about 6, 8, and 11 in the Morning, and in the Evening about 3 or 4 or 7, she will stir up the Earth in the said Trenches, and so go from Trench to Trench, and then watch diligently and hearken, and you will either hear or see her at work, moving the Earth in the Trench, then stop down the broad end of your Staff cross the hole behind her, and with your Foot before her, so stop the way behind with your Staff, and before with your Foot, and then take her up with your Spattle, Moles generally go abroad about Sun-Rising or soon after in dry, or hot weather, Moles seldom go abroad but in the Morning, but in moist Weather twice a Day Forenoon and Afternoon, in frosty weather, they work under Trees and thick Hedges and Bushes, in wet Seasons, and in Winter they lye most in wet Banks or Hedges, under the Roots of Trees and Hills, and come out every morning to go abroad (if it is dry) 2 or 300 Yards from their Holes, and after an Hour or two feeding, return home, then observe where they have been, and there make Trenches and chop the earth down with the Spattle or broad end of the Mole-staff, which he hath before raised or passed

passed through, and there tread it down with your foot in your Trenches lightly, and the longer the Trenches are the longer she is a passing through them, make Trenches in the most convenient place in the Ground, if you make them nigh their holes it is best to take them going out or in going home, make their Trenches along by the hedge side or nigh banks, and Roots of Trees for that is best.

*Another.*

Some say that in gendering time, if you lead or draw a bitch Mole in a string along the ground, the buck will grice her, and so you may catch them in a pot set in the ground.

*Another.*

The best Instrument to destroy them is made thus. Take a small board of about three Inches and a half broad and five Inches long, on the one side thereof raise two small round hoops or arches, and at each end, like unto the two ends of a Carriers Waggon, or a Tilt boat, large enough that a mole may pass through them in the middle of the board, make a hole so big that a goose quill may pass through, then is that part finished, then have in a readines, a short stick, about 2 inches a half long, about the bigness that the end thereof may just enter the hole in the middle of the board, also you must cut a halle or other stick, about a yard or yard and half long, that being stuck into the grouud may spring up like unto the spring they usually set for fowls, then make a link of horse hair very strong that will easily slip, and fasten it to the end of the stick that springs, also have in readines four small hooked sticks, then go to the

Furrough or Passage of the Mole, and after you have opened it, fit in the little Board with the bended Hoops downwards, that the Mole when she passes that way, may go directly through the two Semicircular hoops, before you fix the Board down, put the Hair spring through the hole in the middle of the Board, and place it Round, that it may answer to the two end Hoops, and with the small sticks, and gently put into the hole to stop the knot of the hair spring place it in the Earth in the passage, and by thrusting in the four hooked stick, fasten it, and cover it with Earth, and then when the Mole passes either the one way or the other by displacing or removing the small stick that hangs perpendicularly downward, the knot passes through the hole and the spring takes the Mole about the neck; Though the Description seems tedious yet this is very plain and easily performed, these Vermin being so very Prejudicial even worse to ground than Swine, I have enlarg'd the more upon it, and refer you to Mr. *Blith's Husbandry* a book all Husbandmen ought to Peruse, being Reprinted with large Additions.

### *To Kill Moles.*

Take white Helibore and the root of Palma-Christi, bruise and pound them together, then pass it through a seerce or fine seive, and mix with it barley meal, and white of Eggs, with a little Wine, Mead or Milk, make a Paste, then make pellets, and throw them into the holes, Approv'd.

Some fill their holes with the Juice of wild Cucumbers mix'd with Red Earth.

Some dig holes round the Mole hills and they finding the Air come upon them, flee away.

Some watch the ground till it heave, and dash in a



a spade before the hole, and so at once bring up the Earth and Mole. This oft takes if dexterously managed.

Some take a thick peice of wood, Arm'd with great long nails and watching the ground heaving thrust down the log of wood, which so stuns the Mole that you may easie take them up with a Spade.

M. S.

### *Weasles to Kill.*

Weasles do much injury to Warrens, Dove houses Hen Roosts, &c. to take them in hatches and Iron Traps is a good way.

### *Weasles to destroy.*

Take Sal Armoniack, and beat it, and with Wheat flower and Honey, make it into a Paste with the White of an Egg, and lay it in Pellets where they come, and they eat it and it Kills then.

### *Weasles to drive away.*

Cut off his Stones and Tail, and he'll be gon and fright away all the others about your house.

### *That Weasles may not suck the Eggs.*

Lay Rue about the Hens that lay, and they'll not come near it.

### *Weasles to drive away.*

The smell of a burnt Cat frights them away.

As all insects will be frighted away with their own kinds being burnt.

*Weasles to gather together.*

Take the gall of a Lizard and mix it with water and strew where they come. Cardan says will gather them together.

*Weasles to fright away Mice.*

Put Bells about his neck, and let him run about your house, and he'll frighten away all the Mice.

Its in their nature to destroy Mice therefore some people love to have them about their houses.

*Green Bugs to destroy, that hurt green Plants, and Rose-Trees.*

To kill green Bugs in Gardens, rub the places where they fix with strong Vinegar, mix'd with the juice of Henbane, or some water the Plants hanted with them with the cold decoction of Mustard and Laurel seed in water, some squosh them with their Fingers, which is a good way.

*House Bugs to destroy.*

Take Gun-powder beat small, and lay some about your bedstead and fire it, do this all about your Bedstead, and keep the smoak in, this do for a quarter of an hour or more, and let the Room be kept close for some time after.

*Another.*

Take sprigs of Fern and lay upon the boards kills them.

Bugs

**Bugs to kill.**

Take a handful of Wormwood, and white Helibore, and boil them in Urine till it's half wasted, and wash the joints of your bedstead with it.

*Another.*

Take a quantity of unslack'd lime, and put it into a quart of water, and let it stand 3 or 4 days then pour off the water and add a quantity of common Salt, the stronger both of lime and Salt the better wash with this liquor the flockt sides of the the Wall and Bedstead two or three times a week, and set your Windows open to let in the Air, and it will kill bugs and fleas.

*Another.*

Burn brimstone under the Joints of the Bedstead and creases where they lye, and they'll come out presently that you may kill them, do this 2 or 3 times a week and keep the Room close.

*Another.*

Take a convenient quantity of good Tar, mix the Juice of wild cucumbers with it, stir it five times a day for 2 days, then annoint your bedstead with it and it kills them. Approv'd.

*Another.*

The Powder of Squills mixed with wine Vinegar, Rub it into the Bedstead with a sponge it kills them. Aprovd.

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*Another.*

Vinegar and the gall of an Ox, mixt or dregs of Oyl and Ox Gall mixt, and rub the Joints and Cracks of the bedstead and it will kill them. *Aprov'd.*

Or, old Oyl and Brimstone powdered and mixed together then annoint the Bedstead with it. *Aprov.*

Or, Glew and Vinegar boyl'd together, and rub the Bedsteads with it, and it kills them. *Aprov'd.*

*Another.*

Take a handful of Rue and wormwood, and mix them with common oyl, and as much water as Oyl enough to Cover the Rue and wormwood, then let it boyl till the water is all boyl'd away, then strain out the Oyl from the herbs, and mingle with sheep suet as much as the Oyl anoint the Bedstead with it and its an infallible Cure or Remedy. *Aprov'd.*

*Another.*

Some uses Quicksilver and Hogs grease mixed and Anoints the Bedstead with it.

*Another.*

Take soap that lies after your washing, and boil Onions in it and wash your Room and Bedstead with it.

*Another*

*Another.*

Take strong Vinegar and mix salt with it and sprinkle your Room, this prevents Bugs and Fleas and is very wholesome.

*Another.*

Take three Ounces of Guinney peper Burn it on a Chaffendish of coles in your Chamber, shut the doors and windows, and go out or it will serve you as the Bugs and fleas. this do twice a month in hot Weather and it will destroy all sorts of vermin in the bed.

*Another.*

Take Wormwood and Mustard seed bruis'd, boyl them in water, a quarter of an hour, then add Salt to the Water then wash your floor and bedstead, and it will destroy them and all other vermin, keep your Room Airy.

*Another.*

The Rind of Green Walnuts bruis'd and steep'd in water three or four days, then wash the Room and Bedstead with it twice a week.

*Another.*

Take colloquintida Seeds sufficient to make your water strong, boyl them a quarter of an hour in water, and wash the Wall, Floor and Bedstead, and it will kill all sorts of Vermin.

*Another*

*Another.*

Take Wormwood Dry'd and put in bags pickt full of holes and lay betwixt your Bed and sacking mats or boards, and some under the Bolster, and under your Bed on the Floor, and on the bed tester, this prevents breeding of Bugs and Fleas.

And to conclude, let your Rooms be kept clean, set open the Windows when you rise, and lay your Bed-cloaths open four or five hours, and its the way to prevent both Bugs and Fleas.

*Lice.*

Take a little Rats bane, and boil it in spring water then when it is pretty well boiled, keep the water for use rub a little of it about the Scaby and louzy head and hair and put on a Cap, and tye on Close, use this with care for it's the strongest poyson Imaginable, wash your hands after it and be careful.

*Another.*

Take fresh butter unsalted and boil it up with Pepper to a Salve, then cut of the Hair and anoint the scaby and louzy head, and put on a cap. Approv'd.

*Another.*

Staveakers powder'd and mixed among the hair and tie it up with a cap. kills them.

*Another.*



*Another.*

Some take Salt and Water and rub the Afflicted places with it.

Some take Vinegar and Onion, and mix in it Aloe and Aloes, and anoint the greived place. *Alex.*

*Another.*

Take Amaranthus the Apothecary fels it, boil it in Lye, and wash the head-

*Another.*

Take Sage, Hogs lard, and Quicksilver, as much as you think convenient, mix them to a salve, and Anoint. from an Italian.

*Nits and Lice in the Head.*

Take of Bees-wax an Ounce, three Ounces of Oyl of Olive, three Drams of Staveacres, and as much Quicksilver, of these make a salve, and anoint, it kills Nits and Lice, I beleive it will do without Quicksilver. *Agrippa.*

*Another.*

Take Red Orpement, and Salt Peter, of each a dram, and Lice herb 2 drams, mix these together with Oyl and Vinegar and anoint the Head. *Byrus.*

*Lice to kill on Ship-board, Bed or Body.*

Take May Butter or uncalded Cream one Ounce, three

three penny-worth of Quicksilver, warm them in a luted Pot of Loam, so stir them till they be Incorporated together, then take a small Linnen Cloth, of three Inches, and Steep it therein, then take a peice of Silk, and sew it into it, and hang it about your Neck; often-times found certain by Dr. Thomson.

*For Lice in the Head.*

Take Flowers of Flower (at Apothecarys) gently boyl'd in Lee wash your head with it, and it kills the Lice, and it cures the Scurff also. Hieron.

*For Lice and Nits in the Head.*

Take 3 Ounces of common Oyl, Bees-wax, one Ounce, Staveacres, three Drams, Quicksilver kill'd with a Man's fasting Spittle, 3 drams, make an Oyntment, wash with this instead of Soap, when you wash your Head. Bayrus.

*Another.*

Take Sandrach, Salt Peter, of each one Dram, Staveacres, 2 Drams, make them up with Vinegar and Oyl, and Anoint therewith. Approv'd.

*To kill Lice on Trees.*

By reason of drought many Trees and Bushes are Lousy, as Sweet Bryar, Goosberries, &c. therefore frequently Wash them, or with Water by dashing of them may prove the best Remedy.

*To kill Crab Lice.*

Take Hogs Grease, Quicksilver, Sage, of each a sufficient quantity, mix them all well together, and make an Unguent, annoint the Parts that are Louzy with it. *Falopius.*

*Another.*

Take the Pap of a Roasted Apple, and beat it in a Mortar with Quicksilver as much as will make it into an Ointment, and annoint the afflicted parts. *Approv'd.*

*For Lice in the Eye-Lids.*

Rub your Eye-lids with Salt Water, Sea Water, or Brimstone and Water and Apply it, or with Vinegar of Squills Allome and Aloes, and annoint the Hair of the Eye-lids.

*Fleas to Kill.*

Take Lavender and Wormwood, and boil in Vinegar well then sprinkle your Blankets with them.

*Another.*

Take Wormwood well dry'd and put in a Bag pickt with holes, and place under your Bed, or Flea-wort laid under and about your Bed kills them.

*Another.*

Take Wormwood, Nut leaves, Lavender Eve  
Ave-

three penny-worth of Quicksilver, warm them in a luted Pot of Loam, so stir them till they be Incorporated together, then take a small Linnen Cloth, of three Inches, and Steep it therein, then take a peice of Silk, and sew it into it, and hang it about your Neck; often-times found certain by *Dr. Thomson.*

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*Another.*

Take Wormwood, Nut leaves, Lavender Eve Ave-

Averon and Green Coliander, put them under the Bed or Pillow and the Fleas will die. Approv'd.

*Another.*

*Agrippa* says, that the Lees of Oyl sprinkled in the Room Kills them. Approv'd.

*Another.*

*Agrippa* says that She-Goats Milk and Lye is an Infalible Remedy sprinkled about the Room.

*Another.*

Take unslack'd Lime, and strow in the Chambers. Approv'd.

*Another.*

Mustard Seed boil'd in Water, and sprinkle the Room with it.

*Another.*

Soap Lees, and Onyons boyl'd together, and sprinkle the Room, and it kills them. Approv'd.

*Another.*

Take Wormwood, and the Root of wild Cucum-ber and boil them in Pickle, and sprinkle the Room and it kills Fleas. *Agrippa.*

*Another*

*Another.*

Take an Earthen Pot, and cut a Hole in the Floor  
 so large as the Pot may stand with its Mouth even  
 with the Floor, then bruise Rose, and Laurel Leaves,  
 and the Fleas will come into it: Or, Smear the Pot  
 with Bulls Fat and it will gather the Fleas to it.

Or, Smear the Pot with Goats Blood and they will  
 come into it: Or, the Blood of an Ox mixed with  
 the Soot of a Chimney, and Rub the Inside of the  
 Pot, and all the Fleas will come into the Pot in a day  
 or two: Or, instead of a Pot set as before; Take  
 an Earthen Dish or Platter, and Smear it as above  
 and they will come into it.

*Another.*

Rub a small peice of Board over with Hogs Grease  
 and all the Fleas will gather to it in the middle of the  
 Room. Approv'd.

Or take the Blood of a Badger, and smear a  
 Trencher over with it, and it will gather all the  
 Fleas to it and kill them.

*To Kill Fleas and Wall Lice.*

Take the Decoction of Thistle and Arsmart or  
 Colloquintida, Bramble or Colewort Leaves, and  
 sprinkle about the House, Drives them away.

*Another.*

Take Southern-Wood, Rue, Wormwood, Savory  
 Walnut Leaves, Lavender, Flea-Seed, lay all these  
 or some of them under the Blankets: Or, Boyl  
 them

them in Vinegar and Sea Onions, and with that besprinkle the Bed. *Alexius.*

### *Caterpillars to destroy.*

Caterpillars destroy the Leaves of Trees and devour Cabages and other Tillage, and are generally the Effects of great droughts: To prevent their Numerous Increase on Trees gather them off in Winter, taking the Prickets away that cleave to the Branches, and burn them.

#### *Another.*

When they are upon Colewarts, or Cabages, take some Salt Water, and Water them with it, and it will Kill them. In Summer when they are gathered together through Coldness or Humidity, take them and destroy them.

#### *Another.*

Strew Fig-Ashes, and it drives them away: Or (if this does not do) Mingle Ox Piss and Lees of Oyl an equal quantity, and let it boil on the Fire, when Cold besprinkle the Herbs and Plants with this, and it Kills them.

Some take Field Crabs a Gallon, and Steep them bruised in Water, and Sprinkle the Trees with this Water, and it Kills them.

The Greeks take Ox Piss and Lees of Oyl, and a little Dill among it, and it being sprinkled Kills them.

#### *Another.*

Burn Brimstone among the Trees, &c. it Kills 'em.

*Another.*



*Another.*

Our Gardners shake them off the Plants in a Morning betimes, for whilst they are touched with the Cold of the night, they easily drop down.

*Another.*

Get the Paunch of a Weather new Killed with all the Excrements in it, and Bury this a little under Ground, but not Deep, and the Caterpillars, and Beetles will come all about it in a few Days.

Some tie wisps of Straw or Hay about the Trees and the Caterpillars are taken in these.

*Caterpillars of many sorts, the Wolf, the Black Fly, the Calendar-Worm, &c.*

The most hurtful is the Wolf and Calendar-Worm, that Lurk in the Heart of Flower Buds, Shuting them up that they cannot Open, which they consume, that the Trees that blow early look as if Cinged by Lightning, those that blow late, are not so subject to this Evil.

But for this Disease that has been accounted hitherto Incurable and all other Enemies:

Take three Ounces of Wormwood, one Ounce of Asa-fœtida, Steep, and Break them, and boil them with 4 Pails of Water in the Air, because they are Stinking Smells and when well boiled, strain out the Ingredients through a Linnen Cloth, and use it when cold at Pleasure before the Bud be opened, and they will do no harm to the Tree: you may also add other Ingredients, as, Tobacco Stalks, Wild Vines,

Colloquintida, or the like and expect very good Issue. Dutch Gardner.

*Vine-Fretters to Destroy, in Gardens, &c.*

Stick a Rod half a foot high in the ground with a Mug, or Cup turn'd over the top of it, and you will find that they will creep under there for shelter and you may easily Kill them. 169.

*An Univerſol Remedy againſt all Animalls offenſive to Flowers.*

Democrites ſays, take 8 or 9 Crabs in an Earthen Pot with Water, and let them ſtand 8 Days in the open Air, then take of this Water, and Water your Plants in their Infancy, repeat the ſame once in 8 Days, and you will find it effectual againſt all ſorts of Vermin. 169.

*Frogs to Kill.*

Theſe Vermin are produced by moiſt and warm Lanes and they are beſt deſtroyed in February in the Ditches where they Spawn, by deſtroying both Frogs and Spawn.

*To gather Frogs and Kill them.*

Take a Sheep, Ox or Goats Gaul, and bruife it by the Water-side and the Frogs will gather to it.

*To prevent Frogs Croaking.*

Set a Lanthorn and Candle upon the ſide of the Water or River that Waters your Garden. it's done.

Snakes

*Snakes and Adders to destroy.*

These Vermin are bred in Dunghills, Woods, Gardens, Fields and other sorts of Ground, and are Dangerous if they bite any Person : to Destroy which observe as followeth.

*Snakes and Adders to drive from the Garden.*

Wormwood Planted in divers Places, they will not come near it.

*Another.*

Smoak the Places with Harts-Horn, or Lilly Roots burning in a Fire-Pan, and they will fly from the Place.

*Another.*

The Roots of Century laid about your Ground will make them depart : Or, lay Deer Suet about the Place, and they'll be gone.

*Another.*

Burn old Shooes or other Stinking Stuff will drive them away : Or, Ash Tree Boughs while Green Leaves are on them, and lay them about your Ground drives them away.

*To Handle Snakes and Adders.*

When their Stings are out you may handle them safely. *Agrippa* says, that if you wash your Hands

with the Juice of Redishes and you may handle them without Danger.

*For a Bite or Sting, of Snake or Adder.*

Take the juice of Ash-Tree Leaves Squeezed into good White-Wine or Beer, and drink it, and Wash with it, then cover the Place Stung with Ash-Tree Leaves, and it cures you, says Agrippa.

*To Kill a Snake.*

Strike them With a large Redish and one Stroke Kills them.

*Snakes, Adders, and Blue Worms, &c.*

In April or May, lay fresh dung in Places where they come, and they'll resort to it. In July or August turn up the Dunghill, and you will both find their Eggs and many of them, which, Destroy; do this 2 or 3 times in a Summer.

*Snakes and Adders to gather to one Place.*

Pliny says take a handful of Onyons and 10 River Crab Fish beat them well together and lay in the Place where they are, and they will all come together.

*Pismires, Flies, Earwigs, and Spiders that burr Orange-Trees.*

Pismires nests are known to most Gardners, being made in the Fall, with Eggs like to the Silk-worm, which you must take care to free them from.

Earwigs



Earwigs will eat their Leaves and Flowers, and are more Troublesome then Pismires; to take them take Paper Caps, Hoofs, Lobsters Claws, &c. and place in the Middle of each Tree, and in the Morning early, take them out and Kill them: Besides these Remedies, have Vessels of Earth, Wood, Lead or Copper of a square shape, of which there are two sorts one to put round about each Stem, and the other to put round about the four Legs of the Box, those that are fit for the Stem, consist of 2 Peices which when they are about it are Glew'd or Sawder'd close that they hold Water, the other of one Peice wherein the Box feet are placed, and filled with Water, these prevent the Pismires, and Earwigs and other Vermin that hurt your Orange Trees, &c. by reason they will not go into the Water. D. G.

*Pismires, Earwigs and other Vermin that hurt Gardens.*

In Gardens are *July Flowers* which are subject to harm, Both by Rain and the Sun, and much Watering, and from Earwigs and Pismires, the Rain Spots them; the Sun Withers them, by drying the ground too much; Strong Water Spoils them, especially at the last of their blowing; Pismires Gnaw the Flowers and make Holes in the Leaves; Earwigs Devour the Flower at least the Leaves that they fall out of the Shell, to Preserve them, let the Sun be upon them but one Hour in the day, and they will last long.

*To prevent Earwigs & Pismires from Flowers.*

Take Glew boyl'd in Linseed Oyl and round  
your

your Tub lay this 4 Inches broad, and if they go  
Climb up they will stick in it, and if any should go  
up, lay on the Top of *July* Flower-Sticks, Paper  
Caps, Lobsters Claws, Sheep or Calf Hoofs, with  
some Wool or Tow in them, and in a Morning you  
will find much Vermin in them.

*Pismires or Vermin about Orange Trees and Ju-  
ly Flowers.*

Put here and there a Glass with Water and Ho-  
ney in it, wherein they drown themselves; 6 or 7  
will go a great way. *D. Gard.*

When *July* Flowers are in Flower give Moderate  
Watering, no more than the Shorts require, for the  
Plant does not want Watering since the Shorts only  
want to grow, but when the first Flower is gone,  
you may give them more Water again, and place  
them in the Sun, in their old place, that the Seeds  
may grow Ripe. *D. G.*

*Pismires and Snails to Kill.*

If you Dung Man's Dung &c. on Ant Hills they  
will all depart.

*Another.*

Some say burning them, and leaving them on the  
Place drives the others a great way from the Place.

*Another.*

A Smoke of the Root of Wild Cucumbers drives  
them away.

*Another*

*Another.*

Musckle-Shells burnt with Storax and beat to Powder Strow the Garden where they are, and they will all come out of their Holes, and Kill them.  
 Approv'd.

*Another.*

Take an Earthen Dish full of Pismires, and the Earth where they are, then make a Fire, and lay the Earthen Dish on the Fire, and they'll depart far from that Place. Approv'd.

*Another.*

Take Origanum powder it and Strew it among them and it Kills them : Or, Cirenicum melt in Oyl, and pour it where they are, Kills them.  
 Approv'd.

*Another.*

Incompas the Stem 5 Fingers breadth, with a Rowl of Wool newly Pluckt from a Sheeps Belly.

*Another.*

Annoint the Bottom of the Tree round with Tar, will prevent their Climbing : Or, place Man's Dung round the Stem, or Root of the Tree.  
 Approv'd.

*Another*

*Another.*

Make a Box of Cards or Past-board prick'd full of Holes with a Bodkin, and put in them Powder of Arſneck and Honey mingled together, hang theſe Boxes on the Trees, and it will Kill them; make not the Holes too large leſt Bees get in and be Poiſoned alſo.

*Another.*

Hang a Glaſs Bottle in the Tree with a little Honey in it, or other Sweet Liquor, and it will draw the Ants into it, which Stop and Waſh, and place it then again; Alſo often Watering the Walks or Alley Kills them.

*Another.*

In Winter Dig the Hills and take out the Core that it may be lower then the Surface of the Earth that when you lay your Turf down it may lie lower than the other Ground, it prevents Ants returning and the Rain and Froſt coming, Kills the reſt.

*Plants to Preſerve from Piſmires.*

Take the Dregs of Oyl, and mix with Ground Lupins, and annoint the bottom of the Plants therewith.

*To keep your Sugar Box or Spice from Piſmires.*

Cover your Box with White Wooll, or annoint with Rubica. Approv'd.



*Pismires to drive away.*

Take Brimstone and Powder it, then let it stand till it hath Colour'd the VVater, and sprinkle the VVater on the Bankes.

*Earth and Field Mice, Snails and other Vermin that hurt Tulips.*

To Preserve Tulips from Vermin, cover them with Wooden Frames 4 Inches high, and do them over so close with Iron Wyers that none of these Vermin can get through to hurt them. D. G.

*Snails to destroy.*

Snails are great Enemies to Wall Fruit, and in a Dewy Morning you may easily find where they most delight to Breed, but the best way is to find out their Haunts in a Hard Winter, and to rid your selves of them : They lye much in Holes of Walls, under Thorns, behind old Trees, or other Old and Close Hedges;

Also observe not to Pluck that Fruit they have begun with but let it alone, for they will end that before they begin another.

*Another.*

Set Tyles, Bricks, or Boards Hollow against the Wall, Pales, &c. and they will creep under them for shelter ; about Michelmas they get to such places, for security the whole Winter, except you prevent it by destroying them in *December*, which is the safest, best and surest way to destroy them.

*Snails*

*Snails : The Gardners way.*

Beside what is Wrote above, they seek them by break of day, or after Rain, then they come out of the earth to feed, and are easily killed : you ought to keep out of all Gardens Dogs and Cats.

*To Kill Flyes.*

Take White Helibore, and Steep it in Milk or Sweet Wine and Sprinkle the Room they come to and they'll dye. Approv'd.

*Another.*

Take Origanum and Allom, and beat them, and mix them with Milk, and sprinkle them about the Room, Kills them.

*To gather Flyes together.*

Beat Coriander Seed, and put in an Earthen deep Pot, and all the Flyes will gather to it.

*Another.*

Treacle Water put into an Earthen Dish pretty thick with Treacle or Honey, they'll light in it and be drowned : Or, Dregs of Sugar and Water mix'd, they will come to it and be drown'd. Approv'd.

*That Flyes may not trouble Cattle.*

Boyl Bay Berry's in Oyl, and annoint them with it, and they'll never sit on Cattle : Or, Wet the Hair

Hair of Horses with the Juice of the Leaves of Gourds at Midsummer and they will not Molest them.

*Flies, Spyders, Scorpions &c. to drive out.*

Burn a Hoops Feathers in the Room, and make a smoak, and these Insects that Smell the Smell will be gone, and come no more. A Hoop is a Bird about the Bp. of Durham Common.

*A general Way to drive all Flies, and all other Insects.*

All Insects are driven away generally by 5 means either hindering the breeding of them, and so they destroy Locusts Eggs: Or, we hinder their coming by shutting all Windows close, some things drive them away and Kill them: Namely, Fire and Cold, also, any sharp Savour, or extreme Bitter; as, Vinegar, or Decoction of Bays, Wild Cucumbers, White Mellibore, Colloquintida, or Lupins will do it, some things does it by the Scent, as Brimstone, Vitriole flowers, and Leaves of Elder, both Corianders, Horns and Hoofs, some things offend them many ways, as Rue and Verdigrease, the Ancients used 2 things against them, Pitch, and Lees of Oyl, Pitch defends from the Air, and Oyl from living Creatures, Storax I observe by its Scent or Smoke, will drive away almost all Insects. *Cardan.*

*Fish to Catch. To take Pikes.*

Take what quantity of blown Bladders you please, and to the Mouth of them tie a Line longer or shorter as the Water is in depth, bait your Hooks Artificially

pecially, and put them in the Water, and as the Wind blows them gently the Pike will strike himself, and make Pleasant Diversion, by Flouncing about, when spent take him out, the same may be done by tying your line at the Leg of Ducks and Geese.

*To take a Pike as he lies Sleeping and Swiming in fair Weather, with a Loop or Net.*

March and August is the best time: Take a long Pole or Rod that is light and strait, on the small end fasten a runing Loop of twisted Horse-Hair, and Silk or made of Wyre of a large Compass, which gently draw on him, and when it is 5 or 6 Inches over his Gills hoist him up, if it is a small Pike draw it not so far on make no noise in Walking or Speaking, if he lies so that you cannot conveniently Noose him touch his Tail with the Rod and he'll turn as you Please; also with a hand Net, putting it gently under Water, guide it just under him, and lift it softly till you just touch him, and then do it as quick as you can.

*To catch Fish.*

Take Oculus India, and some Wheat Flower and with sweet Wine, Milk or Mead, make a stiff Paste then make Pellets and throw where Fish are, and you may take them with your Hands.

*To take Stock Fish.*

Take Green moss from the Rocks boyl it in Oyl and make it into Baits.



*To catch Fish with your Hand.*

Take Nettles and Cinque-foin, and Stamp together with House Leaks Juice take it in your hand, and Stir in the Water, and Fish will come to you. *C. A.*

Or, take Oculus-India, soft Cheese, Honey, and Crumbs of White Bread, make it into a Paste, and throw it into the Water.

*Another.*

Take Sheep Suet and Garlick, and mix it with Wheat or Barley-Flower, and with Wine make it into a Paste, throw it into the Water, and you may take Fish with your Hands. *C. A.*

*Another.*

Take unslack'd Lime, and mix with Birth-wort beat small and cast into the Water, the Fish will greedily eat it, and turn upon their Backs, but they are ne'er the worse for eating. *C. A.*

*To take Crab-Fish.*

Take a Twig of Willow or Hazle as thick as your Finger, slit one end, and put in the slit, peices of Frogs, and place your Stick where they come, and they'll presently come out of their Holes to your hand, that you may take them, Approv'd.

*Birds or Fowl of all sorts to take.*

Take Seed of all sorts that the Fowls love, and lay it to soake in the Lees or Mother of Wine, Strew it

where they come, and it will make them drunk, to take them with your Hands. *A. M.*

*Another.*

Some take White Helibore Root beat small, and mix it with such Seed as Birds love, and lay it for them and they are not the Worse for to eat. *D.*

*Another.*

Take White Orpiment and Barly, Wheat or any other Grain that Birds love, boyl them together, and throw where the Birds come, and you may take them Presently, and not the worse to eat. *Approv'd.*

*Birds to keep from Fruit.*

Hang a bundle of Garlick on the branches of a Tree, or lay it on your Corn Stalks, and they will not touch your fruit: Or, some linear their Tree branches with Juice of Garlick.

*To Catch Birds.*

Take such Seed as the Fowls love, and mix it with Onion grated, or Juice of Onion, and it makes them Drunk: Or, some take Brandy and soak Grain in it such as Birds eat, and it makes them Drunk, and Brandy and Wheat meal made into a Paste, takes Fish.

*Partridge to take.*

Take sweet Wine, and with Wheat Flower make a Paste, and lay in Pellets where they come, and they'll

they'll be speedily Drunk, to take them with your hand, but if you put a little *Oculus India* to it powdered, its better.

### *Wild Geese to take.*

Tye a tame Duck or Goose, with a String by the Leg, where Wild Geese or Ducks come, and Strew in that Place such Seed or Grain Soak'd in Lees of Wine where also White Helibore is Boyled, and you may take 40 at a time, it will quickly make them Drunk, let not the tyed Goose or Duck come to the Seed. B.

### *To catch Birds.*

Take any Corn and Steep it in Wine Lees and Juice of Hemlock, and cast it to the Birds, and it makes them Drunk presently.

### *How to teach Birds to Speak, or Whistle Tunes.*

Keep them in dark Places and Play any Tune to them for Half a Year, or till the Time that Young Birds taken out of the Nest begin to Sing, and they will learn if Cocks any Tune you please, and exceed a Flagellet, especially a Linnet, Bull-Finch, Robin or Gold-Finch, &c. and to teach Jays, Magpyes, Starlings, Parrots, &c. keep them Dark and Hungry, and Talk often the same thing to them, by Candle-light, or in the Night time: *Persius* says, that Hunger is the greatest means to bring them to it.

### *Birds that are Lowzy.*

Annoint them with Linseed Oyl cures them.

*To take Wild Ducks, Geese, Herons, Sea Gulls,  
&c.*

Drive a Stake into the Ground 2 or 3 foot long just by the Water side, then take a strong Horse hair with a large Hook fastned to it, and bait it with Fish or Frog, or Guts, &c. and let your Line or Lines lye in the River and they will swallow it, and so hang that you may take them, some lay in the same manner Snares made of Horse-hair, and often catch them by the Feet as they Swim about.

*How to take Rooks, Jackdaws, Pigeons, &c.  
that pull up and spoil the Corn.*

Take thick brown Paper, and divide a Sheet into 8 Parts, and make them up like Sugar-Loaves, then Lime the inside of the Paper with Bird-lime; let them be limed Four or Five days before you set them, then put some Corn in them, under the Clouds of Dirt on the Land, early in the Morning before they come to feed, then stand at a distance and you'll see most excellent Sport; for as soon as a Pidgeon, Rook, Crow, &c. come to Peck out any of the Corn, it will be about his head, and then he will Fly Bolt upright very high, and when he is spent, come tumbling down as if he had been Shot in the Air, and you may take them in Plowing time when the Crows and Rooks follow the Plow, but you must then put in Maggots and Worms of the largest size.

*Batt Fowling, the manner of it.*

Observe where that Bird Roops in great numbers, as they generally do in Shrubs, Hedges or Trees



then go in a dark Night, and have a Wicker with a Handle to hold on high, in which, Place peices of Links or great Candles, to make a great light, some have a Pan to make a Fire and carry it at their Back but then one must put Fire on as fast as it burns out, then let one go with a Pole, and beat the contrary side, and two or three be with you, carrying long Boughs; and when they are unroofed with beating, they will come Flying about the light, so that they with the Boughs may easily strike them down, if among Shrubs, as in a Wood, let one on each side beat at a pretty distance: this must be done in a pure still Night.

### *Kites, Hawks, Gleds, &c.*

These Birds of Prey are very Injurious to Country-men Destroying Chickens, Pidgeons, Pheasants and all sorts of Fowl, to destroy which a good Gun ought to be used.

### *To catch Kites, &c.*

Place Iron Gins about the breadth of ones hand made like a Fox Gin, and baited with Raw Flesh, Chicken, Mice, &c. is a good way to take them.

### *Another.*

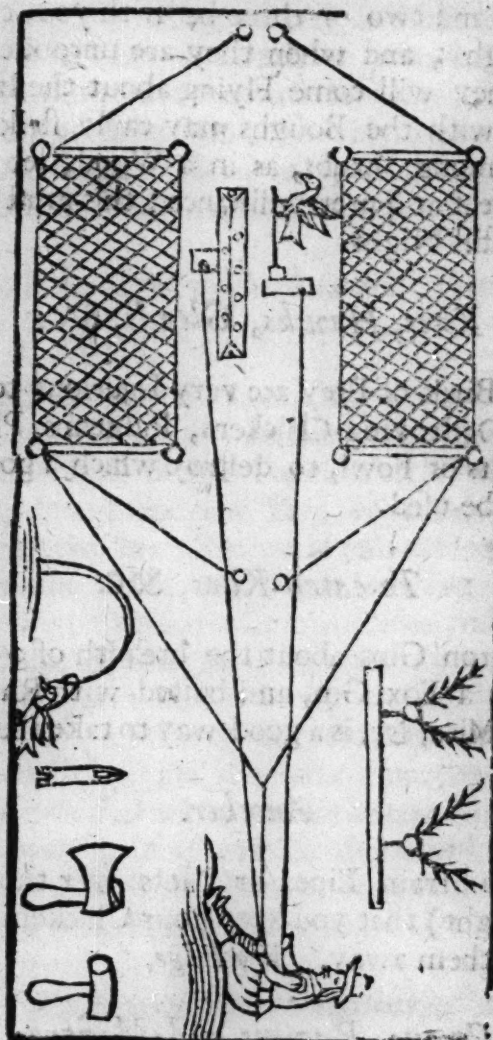
Also to Strain Lines or Nets over the Place (as a Man's height) that you keep your Chickens or Fowl frightens them away. *Worlidge,*

### *Crows, Ravens and Magpyes.*

These are great destroyers of Corn, both in seed time

time, and also pull it up by the Roots when Young, and devouring it also in Harvest time, a good Fowling Peice ought to be kept, and it were well if we had a Law to Incourage the destroyers of their Nests and young.

*To take Birds in a Net.*



Let your Net be made of the best Pack-Thread, well twisted and dried, and for great Fowl, let your Meshes

young,  
Fowl-  
if we  
Nests

Meshes be at least two Inches from Point to Point, the larger the better, provided the Fowl cannot creep thro': Let the Net be about 2 Fathom deep, and, 6 in length, is the best, verge it on each side, and at either end; extend it with long Poles that the lower end of the Poles may be fastened with a peice of a Line or 2 Stakes fast driven into the Ground: And observe to do this at the places where Birds feed and haunt in the Mornings, and you may expect sport.

### *To Scare Crows, Ravens, Jackdaws, &c.*

Dig a hole in some obvious place in your Ground where they come, let it be about a Foot deep and 2 Foot over and stick the long black Feathers of a Crow, or other Fowl round the edges thereof, and some at the Bottom: make several of these Holes if the Ground be large, and these Holes thus Dressed frights them all away. *Blith's Husbandry.*

Crows dead and hung up much affrightens them; but among Cherry Trees, and other Fruit Trees, draw a line from Tree to Tree, and here and there fasten a black Feather, and this will do. *Approv'd.*

### *Pidgeons.*

Pidgeons are not so Profitable as some Imagine being great destroyers of all sorts of Corn and Grain: to get rid of them often Shoot Powder at them, and in your Corn Grounds hang Feathers in Lines fastening here and there a Feather, and that frights them away: Read more of this in our way to take Hooks, &c.

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t your  
Meshes

*Bird-*

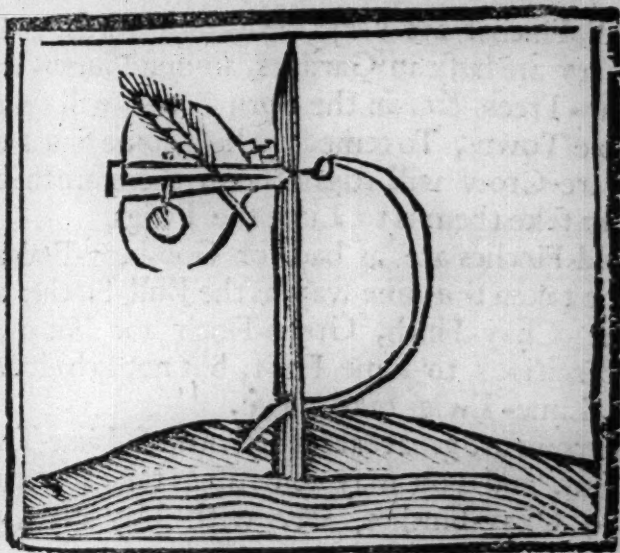
*Bird-lime to make.*

About Midsummer, or when the Sap is full, Bark well grown Holly, and having stript off a considerable Quantity, put it into a Kettle, and boil it in fair Water till the White and Grey Bark part, and rise from the Green; then take the Green and lay it on a Heap, on Tyled or Stone Floors, in a moist Place either in a low Vault, or Celler, cover it with Weeds and let it Putrify, which at Ten or Twelve Days end it will do, turning into a Slimy matter, it will be convenient in this case to lay a Layer of Fern between every Layer of the Bark, and when this is done, beat it in a Mortar, till nothing but Slime Remain, so that it may be Wrought like Wax, no part of the Bark being to be discovered. then in a running Stream Wash it that no Husk remain, after this Knead it in a Glazed Vessel, cover it so close that the Air cannot come at it, and there it will Purge, and fume up its Scurf, which done, in 5 or 6 Days Scum it off, and do so till no more arise, then shift it into another Clean Vessel and keep it for your use. When you use it, Put a third Part of Hogs-grease, Goose-grease or any thin Grease into it, and stir it over a gentle Fire, in an earthen Vessel, till well Incorporated, then take it off, and continue stirring till it become Cold, this done, take your Rod or what you intend to annoy with it, Warm them at the Fire, and Wipe them over with it twice or thrice, so that it may lye of an equal evenness and not in Clots, often warming the Rod to make it spread, and be the less to be perceived by the Fowl you intend to entangle; If you lime Straws, you may do them the same way, but many together, turning and opening them before the Fire till they are well smear'd, that they may hold and  
Entangle



Entangle them well: In cold frosty Weather, mix it with Oyl of Petrolum, or Spike, to prevent Freezing and to keep it clammy. To make it useful in the Water, put to it in the Working with Grease, sharp Vinegar about half a Quartern to a Pound, a Spoonful or two of Train Oyl, and a little Venice Turpentine, and Boyl them gently over a Fire with continual stirring as before.

*Fays and other Birds to take in a Trap.*



Take a Pole 6 Inches About, and 7 Foot Long, set it fast in the Ground; Then in the Pole make 2 Holes, one above the other, in the lowest Hole fix a Spring Wand, and bow it to the Hole that is above and through this Hole put a String, tying it fast to the end of the Wand, where is a Knot to keep it that it slip not off, then put a blunt peice of Wood on the fore side of the Hole 7 Inches long or more, loosely set in by the Knot to stay the String, which must be in the middle Cleft, and in the Cleft put an

an Ear of Wheat or a Cherry to bait it, then on the aforefaid Pin spread the String as the Figure fhews you, make Sharp the top of the Stick, that no Fowl may light upon it, and when they light on the Pin it drops out, and the string catches them by the Legs, you may make thefe Traps on the Boughs of Trees, and fet as many as you please. 2d. Edit. *Sistema Agriculturae*. 213.

### *Of the Bull-Finch.*

Bull-Finches are very Pernicious Birds, and in February are bufy in Gardens, among Plumb-Trees Curran-Trees, &c. in the Spring, and will deftroy a whole Town; To remedy which, fome Shoot 'em, no Scare-Crow will fright them, therefore the beft way to take them is to Lime the Twigs.

Gold-Finches are as bad for Goosbery-Buds and muft be taken the fame way as the Bull-Finches are.

The Chay-Finch, Green-Finch and Tit-moufe are Pernitious to fome Fruit, but not fo bad as the other, Lime-Twigs takes them.

Sparrows are great eaters of Corn, ufe Lime-Twigs for them, and you may fometimes take abundance as alfo Chay-Finches, &c. with Day Nets, defcribed here already.

### *To take a Moor-Hen, Hern, Coot, Cormorant, Sea-Pie or Ofprey.*

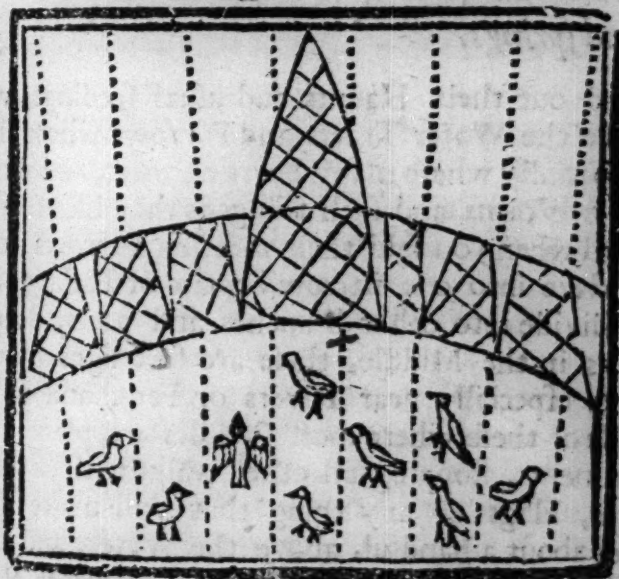
They Wade near shallow Banks, take a Hair Line or a Wyer ftrong enough, with a Hook at the end upon which put a Minow, a peice of an Eel or a Frog, or a Roach or Gudgeon, lay it half a Foot deep in the Water, then ftake down a Stake into the Ground to which tye the end of your Line, and fhe'll quickly fwallow

swallow it and be taken. Sometimes it takes a Crow or Kite ; to take Sea-Pies, Lime a Stick, and put a Fish at the end of it, and lay it on some Water-leaf Rush, or the like, and they'll Fly away with it and lime themselves.

*To take Sea Pies, Crows, and other Birds.*

To take Sea-Pies, take a Minow tye a Thread to its Tail, and 2 small Sticks of Ozier a cross at the end of the Thread, then lime your Twigs with Bird-Lime and lay them on the River, on some Rush Water-leaf Grass or the like, then when she sees it she catches it up and the Lime-Twigs takes her Wings and she falls presently: This way you may take Crows and other Birds.

*To take Partridge with a Tunnel Net.*



First find a Covey, then take a Compass and pitch the Net at some distance convenient, then with a Natural or Artificial Stalking-horse drive them gently

E

tly

tly towards the Net by Winding and Turning, and not in a direct Line, if they make a stand it may be they are affrighted, and are taking Wing therefore make a stand or small retreat, and when you find them quiet and feeding, draw nearer, and if any one is strayed from the rest, fetch him in by a circumference round him; let the Wings of the Tunnel incline to a half Circle.

### *To take a Kings-Fisher.*

Mark where he haunts and lime some of the Twigs and he'll come and settle there in a small time, or as soon as he has catcht a Fish, and the Lime-Twigs will take him.

### *To take all sorts of Water Fowl with Snares and springs.*

Find out their Haunts and usual feedings, well observe the Water Tracts and Furrows where they go, especially where many Furrows meet, and where there is Worms and such things as they like to feed on, and when you find their meeting Furrows come as it were into one narrow Stream or Passage, and then divide into other branches and parts, deepest always in the Middle, these are sure signs of good Game, especially near Rivers or Fens, and in the middle of these where most Puddles are, place your Instruments, stopping all other walks with Bushes, Sedges, Flags or any thing that will make little Fences about a handful, above the Water, and then the Birds (if not frightened) will keep a direct Road and not pass over them.

Then take a long Stiff young Plant, taper to the end, not apt to break, but pliable to bend, of Hazle,

Holly



Holly or Yew ; sharpen it at the great end, and fasten a swivel Loop on the Top, then pitch it in the place you design for Game, and proceed to make a Line of Horse-Hair in strength sufficient for a Heron or bittern requires one of near 100 Horse-hairs, and above 2 foot long ; and one of 8 or 10 Hairs, and 1 foot long will serve for a Snipe, Plover, Woodcock, &c. the main Plant or Sweeper must also be proportionable to the strength of the Fowl, fasten this to the Loop on the top of your Plant, and let it be a little more than half the length of it with a running Noose then bend a Hazle loop wise in an Oval or Egg fashion but lesser at one end, let the bending be smaller or greater according to the proportion of the Fowl, this is called a Bridge (because, it answers the same as a bridge does in a Mouse-Trap) hard by the Switch or loop, fasten within an Inch and a half of the bent Plant a little Twitcher broad and thin as is usual to a Mouse-Trap, then lay your Loop of Hazle cross the Trigger and hang the bow end of it as a Peg or Hook driven into the Ground, on one side the Track, and the Stalk or other end of it you must put underneath the bent of the first mentined Bow stick, and near to the end of the Stalk, cut a Nick, then fix the long hazle Plant, viz. The great end, strongly in the earth, that it may not give way to the side of the Bank where the track is, and bring the smaller strongly bowed till the Trigger by putting one end of it under the bent of the first mentined Stick, and the other end in the Stalk of one end of the Bridge may be fastened, and keep the Plant strongly bent down.

This done lay a loop or Horse-hair on the Bridge conveniently wide but so that it may not be discern'd and then the Fowl coming, and treading in the middle of it, on the Bridge it will slip away and the

feet of the Fowl will be caught in the Loop by the sudden and smart rising of the Hazle Plant and thus according to the strength of the Plant, you may take the largest Fowl *England* affords.

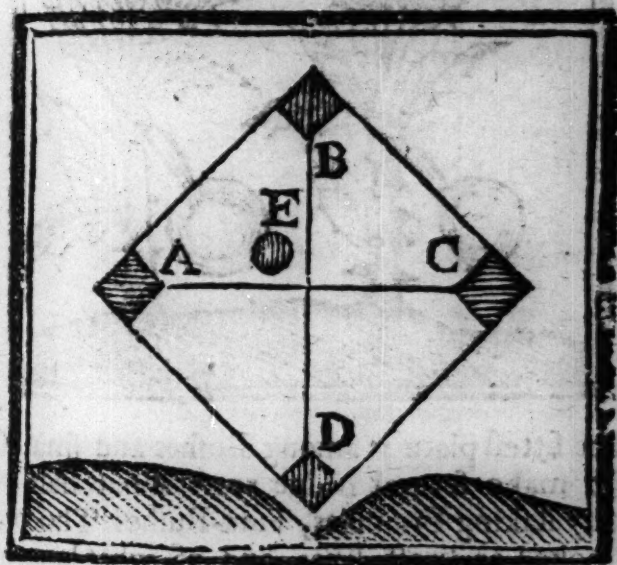


Snares are made and laid in manner following:  
Take Sticks of a pretty height, about two foot, stick them fast in the Ground a little slaunting on the sides of Furrows, fasten to them a Horse-hair line in moon-shiny Nights where the Corn begins to spring, especially those near the Banks or Hedges, and make a running Noose in the Line, hanging about 3 Inches from the Ground, set several about 10 foot distance one from another, and when the Woodcocks come at such places as are their usual haunts, the Loop being wide enough, the foremost will Run his Head through, and finding himself entangled by the closing of the Noose, he will neither cry out nor struggle, but stand still till you take them; but you need not do it presently; for those that follow (though their foolish nature) will be so inconsiderate that going aside will turn again into the Furrow, and so you may take as many in half an hour as you have set Snares, of they that haunt the Place.

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and thus  
y take

these serve for Snipes near Springs where they haunt but they must be higher, and take them as they are a lighting, that when they are fastened they cannot reach the Ground, as also if you are not speedily at hand, they will flutter and get loose.

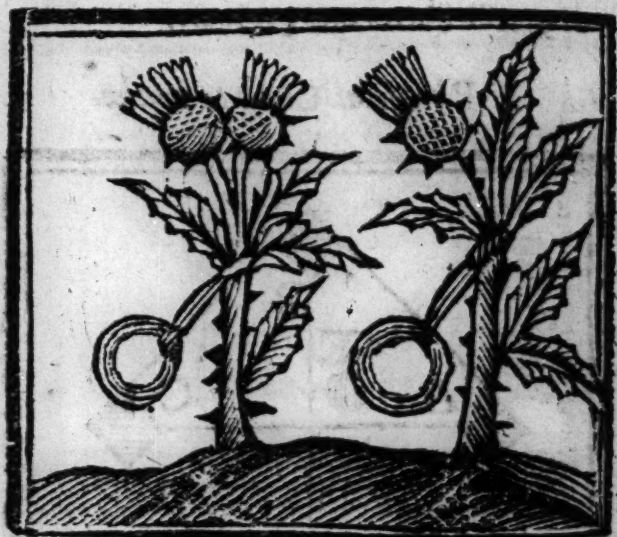
*A Pheasant Cloth to make.*



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Take an Ell square of course Canvas, colour it in a Tan-pit, which done, hem each corner of it, then Sew on a peice of Leather about three Inches square then put 2 Sticks cross-wise to keep it out, as A B C D, and let there be a hole in the Cloth to look out of, as E, and being provided with a small Gun, when near enough, hold this Cloth at Arms end, and out of the hole put the Nossle of the Gun, which serves as a rest, and so shoot, and you seldom miss your aim for by this the Pheasant will let you come very near and the Cocks will be so bold as to fly at it.

*A Horse Noose to take Birds by the Neck or Leg.*



The fittest place is among Bushes and small Coppices: make several hedge rows about half a foot high by staking Brambles, Furs-Bushes Thorns, &c. in crooked or direct lines, and of what length and number you please, and at several distances leave little open spaces large enough for Birds to pass through.

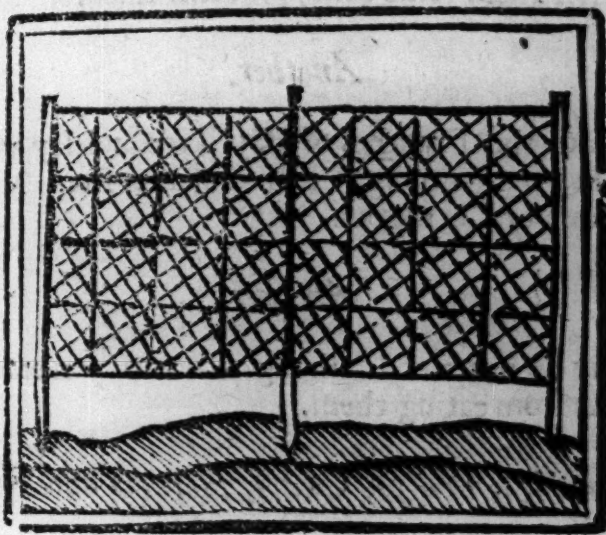
Fix a short Stick in each of them as thick as ones Finger, and thereunto tye a Noose of Horse-hair neatly twisted with a Slip Knot, the Fowl passing thro' hangs himself by the Neck, but to take Wood-cocks, lay the Springs flat on the ground, and this way you may take Partridges, laid a cross Plow'd Furrows in the bottom,

*Short Nets to take Pheasants alive.*

First find out their haunts, he. srew a little Oats  
Barly



Barly or Wheat for a train, and in some likely Place lay 4 or 5 handful, to which they will come being drawn by the train, then plant your Pocket Net, otherwise called Pocket Hages, which I thus describe :



They are about 16 Inches deep and a yard long, Also in other pathes you may place 2 or 3 of your Horse-hair Snares in convenient Places thwart their Paths, to catch them by the Leg, and be sure you narrowly watch for the first that are taken will struggle very much to get off, and make a great cry which may frighten away the rest that are near, so that nimbleness is requisite, besides being taken by the string, they hazzard the breaking the Lines and their Legs.

### *To prevent Moths.*

Take Lees of Oyl and boyl them well, then anoint the Bottom, Corners and Feet of Chests, and the Moths will not come at them.

*Another*

*Another.*

Take beaten Pepper and lay among your Cloaths and Air them some time, prevents them.

*Another.*

Take the Branches of Bay Tree and lay among Cloths, or Woolings, will preserve from Moths, Worms, or Corruption.

*Another.*

Lay Wormwood among Cloaths prevents the Moths from eating them.

*Earwigs, Wasps, Gnats, Hornets and Flies.*

Earwigs are very numerous and Injurious to Fruit and the way to destroy them is by plating Hoofs, Horns, Crabs or Lobsters Claws upon Branches of Trees into which they resort, and early in the Morning take them gently off and quick, and shake them into a Tub of water or tread on them.

*Wasps and Hornets to destroy.*

Wasps and Hornets are destructive to Bees and Fruits, &c. In Spring or Summer before they are increased destroy the old ones, for a few increases to a Multitude.

*Another.*

Smoak them with any stinking combustible Mat-  
ter,

ter if in a Hollow Tree; and if in a Barn or Thatch scald them.

*Wasps and Hornets to prevent damaging Bees and Fruit.*

In a short neck'd Vial put Cyder or Verjuice or four Drink, and you may catch many in it. Also lay sweet Apples, Beasts inner Parts, or other Flesh or Treackle in an earthen Dish, with a little Water mixed with it, or any thing they love, and they'll flock about it that you may kill many at once.

*Gnats and Flies to destroy.*

They are troublesome to those that live near watry Places, and also destroy Leaves of Trees and several things, as they come first up, especially Turnips and sometimes they destroy whole Fields.

*Another.*

Shut your Windows close in Summer towards Evening and smoak your Room with Brimstone, or burn Straw in them, and they'll fly into the Flame or be choak'd.

*To draw them together.*

Ash Leaves hung up in a Room Attracts them that they are less Troublesome; Also, Balls made of new Horse-Dung and laid in a Room will do the same, and by this means you may overwhelm them with a Bason and keep them there.

Worms

*Worms to destroy.*

Worms eat up the Roots both of Corn and Grass and are very prejudicial especially at the Corns beginning first to shoot.

*Another.*

Sea Water sprinkled on the Ground, Kills them: Or, Salt and Water made into a Brine and sprinkled on the Ground.

Some say, Soot strew'd on the Ground Kills 'em. Others commend Chalk and Lime strew'd on the Ground.

*Worms in Gardens, &c. to destroy.*

Water your Beds with the Brine of Salt Meat, and it Kills them: Or, Water your Garden with a strong Lixivium made of Ashes: Or, lay Ashes or Lime about any plant, and neither Snails nor Worms will come near it. As the Moisture weakens you may renew it.

*Another.*

After Rain or after Sun set gather them when they come out of their dens, and cut them in the middle or Kill them.

*Worms in Apple-Trees to destroy.*

Lay a Sea Onion about the Trees preserves them from the Worm, if they come naturally, Bulls Gall or Hogs Dung mingled with man's Urine, and poured



poured to the Root destroys them, but if they are hard to destroy, the Bark must be digged into with a brass Pin, or such like Tool, and pended till the Point takes upon the Worms and drive them from the Place, but where there is a Place ulcerated, stop it with Ox dung. An Apple Tree plant the Root being annointed with Bulls Gall, they and their Fruit will be free from Worms. *Miraldus.*

*Worms to prevent eating Chests of Drawes, or Wood.*

Rub them with Linseed Oyl : Or, Rub them with Wormwood, Rue, or other bitter Herbs preserves them, and all Wooden House-hold Stuff that is rub'd with the Lees of Linseed Oyl and polished will look pleasant.

*Polcats.*

If you can conveniently have a Channel about your Pidgeon-house, and that will preserve them and all other Fowl for no Beast of Prey will take the Water.

*Another.*

Some make a Dead fall to take them which is made of a square peice of Wood weighing 40 or 50 Pound they bore a hole in the middle of the upper side and set a crooked Hook fast in it, also they set forked Stakes fast in the Ground, and there lay 2 sticks across, on which Sticks lay a long Staff to hold the Dead-fall up by the crook, and under this Crook they put a short stick, and fasten a line to it and this Line must reach down to the Bridge below and

and this Bridge you must make about 5 or 6 Inches broad. Then set on both sides of this fall Boards or Pales, or hedge it with close Rods, and make it 10 or 12 Inches high: let the passage be no wider than the Fall is broad.

### *Badgers.*

Badgers are pernicious Creatures, and destroy young Lambs, Pigs, and Poultry.

Some take them in a steel Trap or a Spring as Foxes are taken.

Some make a Pit-fall about 5 Foot deep, and 4 long making it narrow at the Top and Bottom, and wider in the Middle, then cover it with some small sticks and leaves, so that he may fall in when he comes on it; sometimes a Fox is thus taken.

Others hunt the Badger to his hole in a Moonlight Night and dig him out.

### *Foxes to destroy.*

Foxes are great destroyers of Lambs, Poultry, Geese, &c. to destroy which: Take a Sheeps Paunch and tie it to a long stick then rub your Shoes well upon it that he may not scent your swetty Feet, draw this Paunch after you as a Trail a mile or more and bring it near some thick headed Tree, leave your Paunch and get into the Tree with a Gun, and as it begins to be dark you will see him come after the scent of the Trail, where you may shoot him, draw the Trail if you can to the Windward of the Tree,

### *To take a Fox in a Steel Trap.*

The best way, set your Trap in the plain part of a large

Large Field, out of the way of all Paths, yet not near a Hedge or any shelter, then open the Trap and set it on the Ground, and cut out just the form thereof in a Turf, and take out so much Earth as to make room to lay it then cover it again very neatly with the Turf you cut out, and by reason the joint of the Turf will not close exactly, get some fine mold of a new cast up Mole-hill, and put it close round the Turf sticking some Grass in it as if it grew there, make it curious and neat that it would even deceive your self, then 10 or 12 Yards from the Trap 3 several ways scatter some of the fine Mole-hill Mould very thin on a Place 15 or 16 Inches square, then on these Places and where the Trap is plac'd, lay 3 or 4 small bits of Cheese, and then with a Sheeps Paunch draw a Trail a Mile or 2 long, to each of these 3 Places and from thence to the Trap, that the Fox may come on one of these Places first, and then he'll approach the Trap more boldly, and thus you'll never fail on him, before let your Trap be left loose, that he may draw it to some Hedge or Covert, or he'll bite of his Leg and be gone.

### *A Spring Trap for a Fox or Badger:*

Bend down a Stick in the Wood, or place a Pole in the Ground (where his Path is to walk) much like that set for a Woodcock, which hangs them up, to explain it better, tye a String to some Pole set fast in the Ground, and unto this String make fast a small short Stick made thin on the upper side with a Nick at the lower end of it: Then set another Stick fast in the Ground with a nick under it as appears in the Figure, then bend down the Pole and let both the nicks join together as slight as may be, then open the Noose of the String and place it in

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his

( 62 )

his Path or Walk, and if you lay peices of Cheele,  
Flesh, or such like, it will draw him that way.

The Figure.



*A Hook to take a Fox tied to a Tree or Gibbet*





This Hook is made of great Wire, and turns on a Swivel like the Collar of a Grey-hound; this Trap they use for Foxes and Wolves, but more for the Fox they hang it from the Ground that height that he must leap to catch it, they bait it with Flesh, Liver, Cheese, &c. and if you run a Trail with a Sheeps Paunch as before directed it will draw them the more easie to the Bait.

### *To take an Otter.*

Otters are great destroyers of Fish, and will travel in a Night 10 or 12 Mile they lie under the roots of Trees near the Water, some take them with Snarcs some with Spears, and some with Hunting Dogs.

### *To Kill Otters.*

Lay near his haunt an Eel slit on the back with some few Corns of Rats-bane put into the slit, then sew it up again, place the Eel from the Navel upward out of the Water, and he'll eat it so far, and seldom farther, and it Kills him.

### *Of the Situation of a Garden.*

Gardens are seldom remote or by themselves, but near your Dwelling House, and the situation of a Garden ought to be in free and open Air, to the East and South but South-East is best, and the North defended by Tall Trees, or by the House, or indeed by both which is better than Hills, for Hills to Trees are not so good because they give too great a reflection of heat in Summer, and also hinder the cool fresh Air that often comes from thence, tall Trees break the Wind and fierce Air that in Spring and

Winter damage the most delicate Plants and Flowers, and also affords pleasant and sweet Air, and shade in the hottest weather, as for your Ground, the quality ought to be enquir'd into, and it's a great happiness to enjoy good Ground for it will yeild more than that which is mended at great cost and charges, the quality of your Ground is to be regarded as whether it be soft or strong, light, dry, or moist, and how to choose proper Trees to Plant it withall, and also what sort is proper to mend it those that grow on dry, warm Ground, are the best sorts of Fruit, those that grow on moist Ground produce large Fruit but not so pleasant, nor well tasted as the former, as you may observe in a wet and dry Year, all Land proper for Wheat, Barly, Rye, Beans, Pease, &c. are kind for Orchards, and the most improper is extreme hot and dry Sands, and on the other hand Grounds very wet and cold.

In Ground that is moist do not dig your holes too deep but heighten your Ground and be careful, before you plant Trees you may cut the Roots that shoot down, more especially the Pin Roots, or else you must put Brushes underneath, that the Water shoot off, and the Root not strike too deep into the cold Earth. The upper Ground is always best, for that which is deep in the Ground has not felt the heat of the Sun, nor receiv'd the sweet moisture of Rain and Dew.

As for Soils proper and all other matters requisite to be known I refer you to see *Meagers Compleat Eng. Gardner*, Adorn'd with 24 Copper Cuts for Garden Plats, which is the most plain and easie Book extant that I know of: It's sold at the Ring in Little Britain. Price 2s. 6d.

The occasion of the miscariages and disapointments that are met with in planting Proceeds, First, from  
want

want of Knowledge of which is the best and properest sort of Plants for Fruits, and often using the worst. Secondly : For want of their being well ordered and managed after they are Planted : Thirdly, some Seasons have of late proved bad and spoil'd Fruit, tho' you have used your greatest care and skill.

To Remedy these Inconveniences, endeavour to find out such **G**ardners as will deal faithfully by you and such as have skill to know the difference of Fruit for there are several sorts of Fruits some call by one Name and some by another, and mistakes of this kind causes a quite different sort to be sent not proper for your purpose, so that the Fruit sent for, neither being proper for the soil nor exposure, never comes to Maturity ; nay, tho' you have the best of Fruits, if the Soil and Exposure is not proper, they may grow, but will not come to that Perfection or Maturity, that such Fruits arrive at, that are Sowed or Planted in a proper and agreeable Soil, therefore let your Gardner know the aspect of your Wall you design to Plant against, and also the height of it and length, and what sort of Earth it inclines too whether Hot or Dry, Cold or Moist, that he may regulate and proportion the whole Plantation with Trees proper and necessary.

The well ordering or managing of Trees is to be greatly regarded, for if you plant against an old Wall where other Trees have died the Year before, and put them in holes just where the other were put before, it's great Odds but your expectation is frustrated : Or, if it be a new Wall, if the earth it is set in be not good and proper, tho' you fill up your borders with good earth, yet when the Root is past the good earth it will return back again, and your Fruit small and of no taste nor goodness, therefore use a proper depth and width and with good earth, and let

let them be carefully Planted, and Headed at their proper time, and also carefully watered all Summer and the Borders cleared from Weeds, and let nothing be sown by them, as Beans, Pease, &c. nor yet of Flowes, for all these things suck away the Nourishment from them, and be sure let all Fruits be well Pruned, and the Fruit carefully pick'd and look'd after or you can never have your expectation.

As to the Season when you have used all your endeavours to Plant and Graft according to the Nature of the Ground, the Seasons either too much rain or cold, sometime the Fruit will prove small, sometimes watry, and of little or no value; nay, you would scarce believe the same Trees could produce such different Fruits: therefore, if when you have used the means and your expectation is frustrated, what must be the Issue of their labour that are careless, and perhaps plant Pears, Peaches, Apricocks, &c. do not regard the several aspects against the Wall which they require, as when they should plant against a South, they plant against a North. or North-East Wall, &c. observe also that in Trees you are to plant against a Wall, you do not plant them for Dwarfs, for then they will not come to their due perfection. But great allowances must be made for the Fickleness of Seasons, the diversity of Soils and Climates, which are almost numberless, and to the nature of the Tree and Stock, and to the way that Trees grow to the greatest perfection, and these are things that require great Consideration, and a quick sense to ballance the opinion of proper Judges.

It's a great thing to know the nature and genius of several Soils, their Infirmities, and their proper remedies, compost and applications, to Renivigorate Exhausted Mold, sweeten the foul and tainted, reduce the sour, harsh, stubborn and dry, and over moist  
and



and diluted earth to its genuine temper and constitution, and what situations and aspects are most proper for the several sorts of Dwarf, Standard and other Fruit Tree. The requisite qualifications of a good Gardener is ; He should be a middle aged Man vigorous and active, a man of experience, and a good capacity, diligent, honest and good natur'd which are qualifications recomendary to the greatest Persons : As to the exposure of Gardens, if they be of a strong Earth, which is cold, Exposed to the South is best but if light and hot, then the East is best, the Northern aspect in *England* is best for baking Fruits, the Eastern exposure is subject to the North-East Wind, which withers the leaves and new Shoots, and Eastern Wall-Fruit have little Benefit of the Rain which generally comes from the West, and as the Eastern exposure is subject to North-East Wind so the Western suffers by North-west Winds in Spring and the Fruit in Autumn is after blown down by them, but all exposures have their advantages and disadvantages, and it requires great Skill to prevent the last.

*Directions for Husbandry : Or, The Prices of Workman's labour computed according to Wages at 14 Pence a day in Summer, and 12 Pence in Winter.*

Plowing and Harrowing in Stiff Ground, a Man may do an Acre, but if the Land be broke up already and is not miry, he may Plow an Acre and a half, you may Plow and Sow in stiff Clay an Acre and a half of Barly and Oats and an Acre of Wheat and in light lands double as much with a team of Horses, but your Ox team cannot do above 2 thirds of that quantity.

One Shilling an Acre is given for Harrowing, and  
Plow.

Plowing Land is 5s. an Acre, but Lands not Plowed before is worth 7s. 6d. an Acre: the charge of a team of Horses where Oats are 10s. or 10s. 6d. a Quarter, and Hay at 20, or 21s. a Load is reckoned at 49, or 50l. per Annum.

*Reaping and Mowing of Corn:* A Man may with a binder reap of Wheat one Acre, and rather more in a day of Rye, and of Pease 1st. 2 Acres,  
Sheaves of Oats or Barly 1 man may bind as much as another Mows, and that from 2 to 3 or 4 in a day if it is thin.

Wheat reaping and binding by the Acre is 5 s. Rye 4 s. Oats mow'd 1 s. an Acre, and to fit them for home 1 s. more, but Barly is 1 s. 3 d. an Acre.

*Threshing in a day:* 4 Bushel of Wheat or Rye, 6 Bushel of Barly or Oats and 5 of Pease and Beans in a day, if it work.

*Thrashing Corn:* Wheat is from 3 d. to 4 d. a Bushel, Rye from 2 d. to 3 d. Oates from 14 to 15 or 16 d. a Quarter and Barly the same.

*Digging:* a Man may Dig rather more than a 4 sq. Pole in a day, of Garden Ground, a Pit deep, if it has been already Dug, 3 Pole or more he may Dig to put into Barrows, and 2 Pole to put into Carts, if good Digging Ground. Garden Ground Digging is 4 d. a Pole, to Dig a Pit deep, and to fill it into Barrows 4 d. a Pole, and into Carts 6 d.

*Hedging and Ditching:* One may Ditch and Quickset a Pole a day, where the Ditch is 2 foot deep and 3 foot wide, Hedge 5 foot high, bound well and laid thick 2 Pole a day, if slower 4.

To make a Hedge and lay the Quick 3 d. a Pole, Hedge to make and ditch to cleanse 5 d. a Pole, but to plash it well and cleanse the Ditch two Spit deep and to quickset it where it wants 7 d. or 8 d. a Pole.

A Hedge to lay and bind well and a new ditch to

to make 3 foot wide and 2 deep, 12 *d.* a Pole.

A new Ditch to make 2 foot deep, and 3 broad is 1 *s.* a Pole, but in very stony Ground 1 *s.* 2 *d.* and the Workman find Quick, and Plant it and with Bushes make a new Hedge.

*Of making of Banks:* They are measured by the Floor and Float which is 1 foot square and 18 deep which contains in good Mold, 12 Cart-load, a man may fill into Barrows a Floor and a half a day, which will require 3 Men to carry away in Barrows and 1 to ram and trim the Earth.

*Note:* that of what breadth and depth you make your Ditch, the Bank will be near of the same height and breadth.

In the *Marshes* they dig a Ditch 10 foot wide at the Top and 6 at the bottom, and about 4 foot deep, at 2 *s.* a Pole, counting 21 foot to the Pole.

If you design to measure a ditch, take the length and for the breadth see how wide it is at bottom and at Top then halve it; as, suppose a Ditch 6 foot wide at the Top and 4 at the Bottom which makes 10 foot, the half of which is 5, then multiply 5 by the length and you have the contents of the Ditch.

*Grass to Mow:* a man may Mow in a day an Acre and half if it Stand even, and in Meadows about an Acre, and if it be upland Meadow and the Grass is thin, he may Mow 2 Acres a day, to cut it and to make it Hay fit to carry in, is worth in Meadows 5 *s.* an Acre, and in upland from 3 *s.* and 6 *d.* to 4 *s.* an Acre.

### *Of Farming the Profit and Charges.*

It is commonly allowed a Farm to make 3 Rents 1 for the Charges, 1 for the Landlord, and 1 for the  
Ten-

Tennant to live on, but there are few Farms that will constantly afford that encrease, or be maintain'd for that charge, indeed if you take a Farm of 100 *l.* per Annum, if the Land is worth 1 *l.* an Acre, 100 *l.* may defray the charge of it, but if the Land of a Farm at 100 *l.* a Year is worth but 10 *s.* an Acre, you must allow 120 or 130 *l.* per Annum for charges, and you must reckon 250 Acres of such Lands to 100 *l.* a Year or you will loose by it without it is very improvable Land.

But there is variety of Land, and Charges that attend some Lands more particularly than others, which will require the Farmer's utmost care, diligence and good Husbandry, and would take up more room to Particularize than I have to do it in, and shall therefore refer you to Proportion things according to Mr. *Tusser's* Directions which are as followeth.

- 1 One Part Cast fourth for Rent due out of hand,
- 2 Another Part for Seed to Sow thy Land :
- 3 Another leave the Parson for his Tyth,
- 4 Another Part for Harvest Scicle and Syth, (Smith
- 5 One Part for Plow-wright, Cart-wright, Knacker &
- 6 One Part t'uphold thy Team that draw therewith
- 7 Another for Servants, and Workmens wages lay,
- 8 One Part likewise for fill Belly day by day :
- 9 One Part thy Wife for needful things doth crave,
- 10 Thy self and Children the last part would have.

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